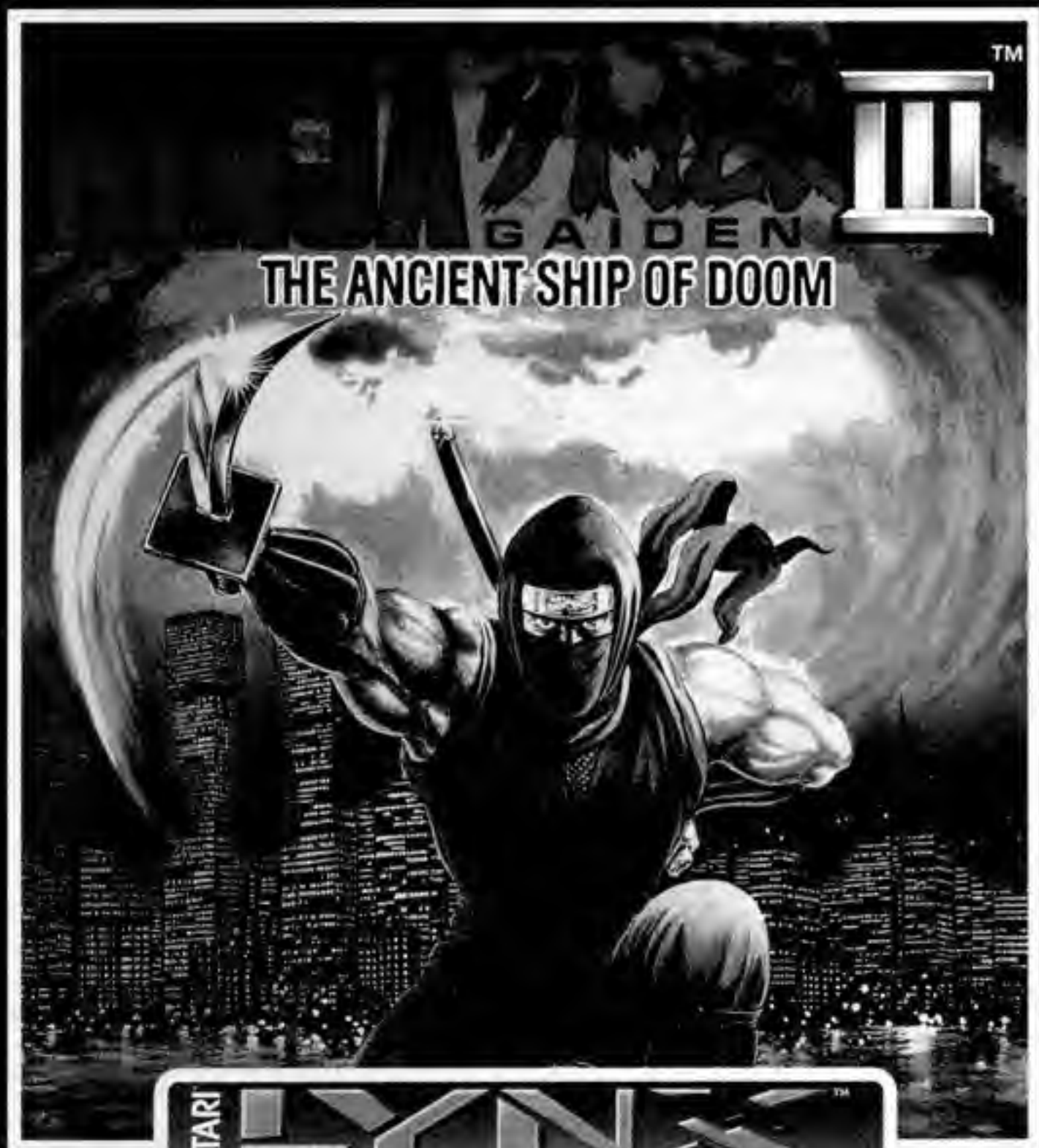


GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH



ATARI

LYNX

VIDEO GAME CARD • CARTE DE JEU



Stuck? Frustrated? Need a Hint?

Customer Help Hint Line

**1-900-737-ATARI
(1-900-737-2827)**

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Ninja Gaiden III © 1991 TECMO, Ltd., licensed to Atari Corp. Atari, the Atari logo and Lynx are trademarks of Atari Corporation. Copyright 1993 Atari Corporation. All rights reserved.

NINJA GAIKEN III™

Ryu, a leader of the Dragon Clan, took his family's Dragon Sword to America, seeking revenge against the Demon Clan for their brutal murder of his father. Aided by Irene, a CIA agent, Ryu infiltrated Jaquio's secret hideout. But a mysterious accident took Irene's life, leaving only Ryu to uncover the truth about the Demon Clan.

GETTING STARTED

1. Insert your Lynx Ninja Gaiden III card into your Lynx.
2. Press ON.
3. After the title sequence begins, press the A or B button and the game will begin.

Game Controls

A Attack with the Dragon sword

B Jump

Joypad Controls Ryu's direction

RESTART Pause game action

OPTION 1 + RESTART Restart the game

OPTION 2 + RESTART Flip the display

OPTION 2 Toggles music

GAME PLAY

The first figure in the line at the top of the screen is your score. The second figure is expressed in a ratio, with a slash (/), indicating your current Ninja power to the left of the slash, and the maximum Ninja power possible to the right of the slash. In brackets is your current special weapon, followed by the strength meter for Ryu, which shows the amount of any damage. If Ryu's strength reaches 0, you lose one life.

At the bottom of the screen is a timer; if the timer goes to zero, you lose one life. Next is the current stage and the number of lives left. At the end of the bottom line is a strength meter for your enemy; if your enemy's strength reaches 0, you have defeated them.

You will be given five chances to continue after you have lost all your lives. Push the A or B button when you reach the CONTINUE screen.

Climbing a wall

You may jump onto a wall and hang on. You can climb or descend the wall by using the joypad.

While on a wall, press the joypad in the opposite direction Ryu is facing and press the B button at the same time to jump down from the wall.

Attacking from a wall

While you are hanging on a wall you can attack only with special weapons. Press the joypad in the left or right direction and press the A button at the same time, and Ryu will attack with weapons in the direction pressed.

Climbing on top of a wall

When you climb to the highest point of a wall, hold the joypad button in the direction Ryu is facing and press the B button at the same time to jump to the top.

Hanging down

If there are pipes or jungle ivy, press the B button to jump and hang from them. While hanging down, press the B button and Ryu can climb up onto the pipe. Hold the joypad in the down direction and press the B button to jump down.

If you let go of the joypad button in the middle of jumping down from the pipe, Ryu can hang from pipes. If you keep the joypad button down, Ryu will descend in a single bound.

While you are hanging down you can attack only with special weapons. Press the A button to attack in the direction Ryu is facing.

ITEMS

When you come upon a Dragon Spirit Crystal ball, Ryu must slash it open to reveal the special weapon contained inside and pick it up (by passing over it) before the power of the crystal vanishes.

Ninja Power (fig. 1) revives Ryu's Ninja power. Blue is worth 10 points, and red brings you back to full power.

Recovery Medicine (fig. 2) will restore Ryu's fighting energy. Taking one adds 6 units to the strength meter.

The Scroll of the Spirit of the Dragon (fig. 3) will raise maximum Ninja power by 10.

1 Up (fig. 4) gives the player an extra life.

Dragon Spirit Sword (fig. 5) widens your sword's range of attack.

Special Weapons

Take a power increase, and you will be able to use Ninja arts. However, your Ninja power will be used up. When on the ground, you can use Ninja arts special weapons by pressing the joypad “up” and the A button. Below the number in parentheses is the amount of Ninja power that will be consumed each time you use the weapon.

Windmill Throwing Star (10) (fig. 6) will fly straight and pierce the enemy, go to the edge of the screen and return. It will damage all enemies it strikes.

Fire Dragon Balls (8) (fig. 7) changes the dragon sword into a ball, which you can throw downward at an angle.

Fire Wheel (8) (fig. 8) projects a flame at an upward angle, burning the enemy.

Vacuum Wave (10) (fig. 9) transforms the Spirit of the Dragon into a vacuum blade. Throw it up and down at the same time—it cuts all enemies who touch it.

Invincible Fire Wheel (20) (fig. 10) inflicts fatal wounds. It lasts for four seconds. Taking other weapons will cause the Fire Wheel to disappear.

The Four Great Beasts

Mantiss Warrior (Stage 1) is a bionid commander of fire. With sabers on both arms, he guards himself against attacks by Ryu's sword. The fire from his chest crawls along the ground and attacks. Not good at close combat.

Night Diver (Stage 2) is the beast commander of the sky, able to fly freely. He is especially good at surprise attacks. His death blows are dealt out with tremendous momentum, attacking Ryu like a glowing bomb.

Great Koganei (Stage 3) is the beast commander of water. A lizard bionid skilled in Ninja arts, he can split his body in two and use Windmill Throwing Stars to plague Ryu.

Sandeater (Stage 4) is the beast commander of the earth, and is ranked as the leader of the four main unit beast commanders. He moves freely and attacks with Ryu's Fire Wheel.

These Four Great Beasts are just the beginning. Many dangers await the Ninja Warrior Ryu in the depths of the Bionoid fortress.



Fig. 1
Ninja Power



Fig. 2
Recovery Medicine

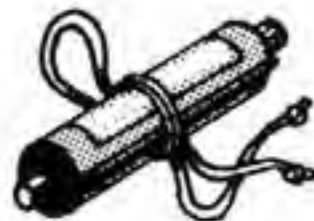


Fig. 3 The Scroll of the
Spirit of the Dragon



Fig. 4
1 UP



Fig. 5
Dragon Spirit Sword

— SPECIAL WEAPONS —

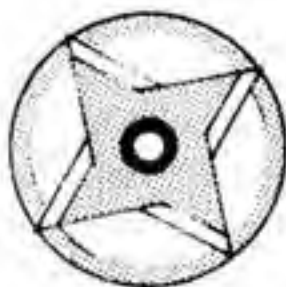


Fig. 6 Windmill
Throwing Star (10 points)



Fig. 7 Fire Dragon Balls
(8 points)



Fig. 8 Fire Wheel
(8 points)



Fig. 9 Vacuum Wave
(10 points)



Fig. 10 Invincible Fire
Wheel (20 points)



Copyright 1993, Atari
Corporation
Sunnyvale, CA 94089-1302
All rights reserved.

C398105-092 Rev. A
Printed in Hong Kong
G. C. 12. 1993